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ABSTRACT

This paper presents several samples from a Thesaurus of educational technology (ET) terms that is based on the analysis of recent publications (journal articles, conference papers, and books), various related texts, and Internet databases. The Thesaurus pulls together all the knowledge acquired in the development of ET from 1990 through 1999, to update the existing inventory of terms in this field and to make up as complete a list as possible of the current terms describing all the areas of ET, to single out separate areas of ET and to structure it as a special field, to differentiate between separate phenomena and specify the meaning of existing terms. The Thesaurus describes each term in its various collocations (word combinations) with other words. Terms are arranged in "articles" in alphabetical and topical (subject area) orders. (AEF)

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THESAURUS OF EDUCATIONAL TECHNOLOGY TERMS AND THEIR COLLOCATIONS

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Thesaurus of Educational Technology Terms and Their Collocations

Educational Technology (ET) is a rapidly developing field embracing a wide range of areas. It covers a number of topics from General Education, Pedagogy, Psychology, Theory of Instruction, Social Sciences, Information and Communication Technology, and other technologies. Educators participate in the development of new forms of technology-assisted/supported/mediated/based teaching, training, instruction and learning (e.g. Computer-Assisted Learning - CAL, Computer-Assisted Instruction - CAI, Computer-Based Instruction - CBI, Web-based Learning (WBL), Distance Learning (DL), Asynchronous Learning (AL), Teleteaching and so on).

Technology of today can be called simply Educational (ET) or even Advanced-Educational (AET), Teaching, Training, Instructional, plain face-to-face Learning and Distance Learning, Computer (CT), Microcomputer or just Computerized, Electronic, Digital, Information (IT), Delivery, Communications and Telecommunications (TT), Active, Interactive, Multimedia and Hypermedia. New terms were coined in Europe for the ET areas: Educational Informatics - the Science of Education based on Informational Technologies, and Telematics - Telecommunications-Based Education.

What, actually, is ET? It can be defined as *a system of technical, programming and didactic tools that are used in education together with human and informational resources to construct individual and group general and specific professional knowledge, to provide meaningful interaction between students, teachers and teaching/learning materials, to mediate communication and collaboration among people involved in the educational process, and to develop particular competencies and skills on the basis of related sciences, technologies and techniques with the goal of improving the efficiency and quality of teaching, training and learning, of pedagogical research and school management.*

Due to the rapid development of ET, there is some confusion in the use of its terminology: thus, in the general term "technology" different authors include various technologies, apparatuses, their parts, and methods, e.g.: telecommunications technologies, wireless technologies, telephone communications, teletext, video, computers, CD-ROM, CD-players and even multimedia applications. It is necessary to distinguish between technologies, tools, applications and methods, and to define different areas of ET. It is also important to see what combinations does this or other term form together with other terms in the texts on ET.

Terms are very important for describing a particular area of human knowledge or activity. Even more interesting is to observe the functioning of the terms: the way they are used in the written texts - in the books, articles and presentations, in the dictionaries and

reference materials. This give us understanding of the way the terms are used, whether they denote objects, actions or qualities, or serve as defining characteristics to other terms.

We compiled a Thesaurus of ET terms that covers all the relevant areas. It is based on the analysis of recent (from 1990 through 1999) publications (journal articles, conference papers and books), various related texts, and Internet databases. The Thesaurus describes each term in its various collocations with other words. The terms in the Thesaurus are arranged in alphabetic and topical (subject area) orders.

This Thesaurus pulls together all the knowledge acquired in the development of ET until now, to update the existing inventory of the terms in this field and to make up a complete list (as complete as it is virtually possible) of the current terms describing all the areas of ET, to single out separate areas of ET and to structure it as a special field, to differentiate between separate phenomena and specify the meaning of the existing terms, and also to give the educators, researchers, students, developers of educational software and educational administrators the tool for understanding and using ET.

Each term forms a term article. The key term is in bold. It is attributed as a part of speech, e.g. Support N, and Support V, and as a member of a particular subject area, e.g. Acquisition *psych*. Some terms may belong to different areas, e.g. Communication - to *soc.*, *educ.*, *method.*, and *tech.* The substantive is usually the main word of the group. Verbs, adjectives and, sometimes, adverbs are presented when needed. The sign "~" replaces the key word the collocations in order to avoid its repetition. The apostrophe points to the key word in the collocations with the same part of speech, e.g. the term "computer" in the collocation N'N: computer architecture.

Parts of speech were denoted by the following letters:

Noun	N
Verb	V
Adjective	A
Adverb	D
Preposition	prp
Conjunction	cnj

The Thesaurus contains collocations (word-combinations) of the key word with other words: words defining the given term, words which the key word defines, word-combinations with prepositions, verbs, etc. We investigated all the collocations of the terms and their derivatives (we analyzed only notional words - nouns, verbs, adjectives and adverbs) in the area of ET and presented the discovered collocations in the following system:

For nouns - AN, N'N, NN', VN, VprpN, NasN, NandN and NV.
For verbs - VN, VV, VprpN
For adjectives - AN, DA, AV

The first word in the family of derivatives of one and the same term is bold, e.g. **instruction**, instructional, instructionally, instructive, instructor. Parenthesis ( ) are used to demonstrate extensions of the words that were found in the given collocation which can be used both ways, e.g. N'N: distance (learning) resources - this means there can be two collocations: "distance resources" and "distance learning resources". A slash (/) separats related words (e.g. antonyms or words used in the same collocation with the given key word, e.g. online/offline classroom, or attributes to a given term (distributed/flexible/interactive) learning environment.

Sometimes synonyms (environment = milieu) and antonyms (synchronous # asynchronous) are given. Some terms are used regionally (e.g. European (Euro) "informatics', "telematics", British (Brit) "educationist"). When we could, we gave accepted acronyms for the collocations, e.g. Distance Education (DE), Information Technology (IT), etc.

Each term was attributed to a certain area to which it belongs:
Educ. - education
Method. - methodology
Soc. -social sciences
Psych. - psychology
Tech. - technique and technology
Comp. - computer
Tel. - telecommunications
Rad.- radio
Aud. - audio
TV - television
Vid. - video
Inf. - information

This Thesaurus can be used by researchers in the areas of Educational Technology and education in general, by technology-practicing teachers and faculty, by the students of Schools and Colleges of Education, by designers and developers of educational software and courseware, and editors of relevant books and journals. Thesaurus can serve regulatory, standardizing goals (for professional to correctly use the terms), educational goals (teaching students and educators at large the field of ET and its terminology), and research (to define the structure and contents of the ET field and its units).

Publications by the author:

Serdiukov, P. (2000) Educational Technology and Its Terminology: New Developments in the End of the 20th Century. *Proceedings of the EdMedia-2000 World Conference*, Montreal, 1022-25.

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P. Serdiukov. (1999) Educational Technology: Definitions, Areas and Terminology. *Proceedings of Ed-Media 99 World Conference on Educational Multimedia, Hypermedia & Telecommunications*. Seattle, 1582-1583.

P.Serdiukov (1986) (Contributed) In: *A Deskbook of Most Frequent English Collocations*. Prosvestchenie, Moscow.

Here we present several sample articles from the Thesaurus.

C

Class N *educ.*

AN: campus, college, distance, distant, education, isolated, language, maths, methods, online, reading, science, technology, traditional, university, web-based, wired ~

N'N: ~ activity, content, display, goals, journal, interaction, meeting, rationale

VN: infiltrate, link, manage, offer, participate in, take, teach ~

Classroom *educ.*

AN: collaborative, computing, distance, electronic, first-grade, inclusion, inclusive, K-6, K-12, model, offline/online, pilot, university, virtual, web-based ~

N'N: ~ applications, assessment, discussion, education, environment, event, experience(s), instruction, learning, level, management, model, observation, (teaching) practice(s), project, requirements, settings, setup, simulation, size, teacher, teaching, techniques

N'prpN

N'ofN: ~ of the (next) century, tomorrow

NprpN'

NinN': learning, (virtual) team, technology, troubleshooting in ~

NofN': boundaries, isolation of ~

NtoN': link to ~

VN: host (web-based) ~

VtoN: link (museum) to the ~

DN: inside/outside the ~

Computation N *comp.*

AN: adaptive, sophisticated ~

Computational A *comp.*

AN: ~ linguistics, model, modeling, physics, science, transposition

Compute V *comp.*

VN: ~ formula

Computer *comp.*

AN: analogue/digital, Apple, bio-, client, dedicated, desktop, electronic, fast/slow, friendly, general/special-purpose, handheld, high/low-end, host, IBM, Internet-connected, laptop, Macintosh, main, mainframe, micro, multimedia, multitasking, networked, notebook, originating, palm, personal (PC), pocket, portable, recycled, remote, school, sending/receiving, server, specialized, student, UNIX, user ~

N'N: ~ access, accessibility, anxiety, applications, art, awareness, background, bag, budget, bug, cable, capabilities, case, center, clubhouse, company, competency, component, conferencing, configuration, coordinator, course, courseware, crash, documentation, drawing, drive, editor, education, encyclopedia, endorsement, environment, exercise, experience, expertise, file, game, gap, graphics, hardware, headset, instruction, knowledge,

image, industry, lab, language, learning, literacy, memory, model, monitor, motherboard, network, networking, part, peripherals, personnel, power, program, revolution, science, screen, security, shopper, skills, simulation, slowdown, software, speaker, store, storage, system, test, tool, training, use, user, utility, utilization, virus, zone

NofN': Capacity, ratio of ~ (s) (per student)

VN: Attach, boot, identify, operate, reset, restart, setup, start, turn on/off, use ~

VprpN: mediate through ~

NasN: ~ as cognitive tool, medium

NV: ~ interacts, processes, provides (the means), stores

Computer-aided *A*

AN: ~ design (CAD) and drafting (CADD), instruction (CAI), revision, testing (CAT)

Computer–assisted A

AN: ~ drawing (CAD), learning (CAL), language learning (CALL), instruction (CAI), teaching, training (CAT)

Computer-based A

AN: ~ communication, education (CBE), instruction (CBI), learning (CBL), training (CBT)

Computer-friendly/unfriendly A

AN: ~ environment

Computer-generated A

AN: ~ drawing, image

Computer-managed A

AN: ~ instruction (CMI), macromodel

Computer-mediated A

AN: ~ communication (CMC), education, environment, instruction, learning

Computer-supported A

AN: ~ collaborative/cooperative work, education, (learning) environment, instruction, learning, teaching, training

Computerized A

AN: ~ instruction, milieu, practices

Computing N *comp., educ.*

AN: (advanced) academic, classroom, curricular, educational, instructional ~

N'N: ~ device, power, priority, resources, science, task

N'withN: ~ with computer, network

VN: establish, provide ~

Course N *educ.*

AN: academic, accelerated, accredited, adaptive, advanced, audio, basic, beginning, computer, correspondence, crash, credit/non-credit, distance education, educational computing, face-to-face, flexible, free, fundamental, graduate, instructional design/media, intensive, interactive, intermediate, Internet, Internet-based, introductory, Java, language, lingaphone, licensed, literacy, maths, media-assisted/supported, methods, multi-cultural, multimedia, on-campus/off-campus, on-line/off-line, one-

term, one-year, optional, practicum, print-based, residential, saleable, satellite, short-term, teacher education/preparation/training, teaching, (educational) technology, technology-assisted, tele-, training, TV, undergraduate, university, video, virtual, vocational/avocational, Web-based, WWW ~

N'N: ~ assignment, content, context, conversion (to the Web), delivery, demands, description, design, development, enhancement, information, instructor, learning, lecture, length, management, material, meeting, needs, offering, outline, package, requirements, schedule, section, study, tool, work

N'prpN

N'ofN: ~ of acquisition, instruction

N'onN: ~ on Educational Technology, physics

NprpN'

NforN': audience, market for ~

NofN': foundations of ~

NtoN': introduction to ~

N'Ven: ~ delivered (via the Internet)

NAN: ~ -related message, using e-mail and multimedia

VN: approach, complete, conduct, deliver, design, develop, enhance, follow, manage, move/proceed through, navigate, offer, present, produce, share, structure/restructure, study, take, teach, update ~

VtoN': add (material) to ~

Courseware N *comp., educ.*

AN: educational, instructional, interactive, multimedia, online, training ~

N'N: ~ design

VN: design ~

D

Data N *inf.*

AN: accessed, actual, analogue/digital, baseline, corrupted, deleted, discrete, experimental, false, generated, image, input/output, limited, qualitative, quantitative, raw, relevant/irrelevant, routing, serial, useful/useless, variable ~

N'N: ~ acquisition, analysis, area, back-up, bank, buffer, bus, capture, carrier, channel, collection, communication, compression, control, conversion, corruption, deletion, element, entry, input/output, item, lane, link, loss, management, manipulation, medium, model, modification, network, organization, packet, processing, protection, record, retrieval, server, set, sharing, source, stream, structure, transfer, transmission

VN: access, acquire, adapt, analyze, bring, carry, collect, compare, compress, convert, corrupt, delete, destroy, evaluate, falsify, filter, format, import/export, keep (on hand/track of), lose, manipulate, manage, move, order, organize, place, present, process, provide, publish, read, receive, record, save, sort, store, transfer, transform, transmit, use ~

NofN': amount, back-up, corruption, index, unit of ~
NV: indicate, reveal, support ~

Databank N *comp.*
AN: electronic, interactive, online ~
N'N: ~ producer
N'ofN: ~ of information
N'withN: ~ with text

Database (DB) N *comp.*
AN: address, CD-ROM, education, electronic, external, flat-file, image, information, object-oriented, online, paper, queries, relational, searchable, sequence, software, technology, updatable, video, Web-enabled ~
N'N: ~ developer, engine, machine, management, (program) manager, model, prospecting, server, system
NprpN'
NofN': index of ~s
NtoN': access to ~
N'prpN
N'ofN: ~ of articles, information, people, projects
VN: build, create, scan, view ~
VN'prpN: integrate ~ into the curriculum, connect teachers and technology via ~
VasN: ~ as a cognitive tool

Distance N *educ., tel.*
AN: long ~
N'N: ~ classroom, course, delivery, education (DE), format, instruction, instructor, learning (DL), offering, policies, program, (learning) resources, student, study, teaching, training, tutor, university
NatN': learning at a ~

Distance Education N (DE) *educ.*
AN': business, digital ~
N'N: ~ clearinghouse, course, degree, industry, link, methods, pedagogy, program, provider, school, technology
NprpN'
NbyN': instruction by ~
NforN': institute for ~
NofN': model of ~
AandN'N: continuous and ~ education

Distance Learning N (DL) *educ.*
AN: flexible, interactive, open ~
N'N: ~ channel, facilitator, format, industry, methods, model, network, program, provider, technology
N'onN: ~ on the Net

Distant A
AN: ~ class, classroom, course, format, learning, site, student

Educate V *educ.*

VN: ~ children, community, parents, society

Education N *educ.*

AN: academic, adult, advanced, art, audio, bilingual, childhood, classroom, college, competency-based, computer, computer-based/mediated/supported, continuing, continuous, councilor, correspondence, customized, distance, distributed, distributive, early, elementary, engineering, environmental, experiential, formal/informal, full/part-time, further, general, global, graduate, group, (individually) guided, higher, humanitarian, individual, individualized, in-service, "just-for-you", "just-in-time", K-12, language, life-long, media, middle, networked, on/off-campus, on/off-line, open, outreach, post-graduate, pre-service, primary, professional, public, real-world, secondary, special, standards-based, teacher, technical, technology-based/supported, traditional, undergraduate, university, virtual, visual, vocational, web-based, 21-st century ~

N'N: ~ agency, budget, class, course, environment, lab, market, methods, program, services

N'prpN

N'viaN: ~ via correspondence, Internet, radio, satellite (uplinks), TV, videotape

NprpN'

NforN': environment, technology for ~

NinN': experience, media, technology in ~

NofN': board, college, department, form, level, school of ~

NtoN': access to ~

VNtoN': apply technology to ~

VN: administer, continue, deliver, enhance, expand, improve, provide, re-appraise, reshape, revolutionize, seek, tailor, transform ~

NandN': training and ~

Educational A *educ.*

AN: ~ achievement, adequacy, administrator, administration, agency, animation, association, broadcaster, center, communications, community, connoisseurship, content, courseware, design, dilemma, effectiveness, enterprise, environment, experience, expertise, facility, game, goal, hardware, information, infrastructure, institution, interface, investment, issue, journal, leadership, link, management, market, materials, measurement, media, narrative, needs, opportunity, outcome, partnership, policy, preservice, principles, psychology, purpose, reform, requirements, research, researcher, resources, server, services, simulation, software, structure, studies, system, technology, theme, theory, tool, transaction, use

Educationist *N* (Brit.) *educ.*

AN: renowned ~

N'andN: ~ and philanthropist

Educator *N* *educ.*

AN: cyber-training, inservice, high/low performing, preservice, professional, technology (-using) ~
N'N: ~'s attitude

Edutainment N *educ.*
AN: children's, multimedia ~
N'N: ~ software
N'andN: ~ and banking, shopping
NandN': entertainment and ~
N'and': ~ and infotainment

Email *tel.*
AN: bounced, bulk, commercial, direct, free, interactive, Internet, junk, private, real time, target, unsolicited, voice, Web-based ~
N'N: ~ account, address, ads, box, communication, connection, correspondence, database, directory, discussion, discussant, environment, exchange, generator, instruction, journal, list, listing, log, message, newsletter, page, plug-in, program, provider, removal, search (engine), software, spam, system, technology, user
NprpN'
NonN': experiences on ~
NthroughN': interaction, learning through ~
VN: check, delete, download, filter, forward, read, receive, retrieve, send, share, use, write ~
VbyN communicate by ~
VviaN: communicate, submit via ~

Environment N = **milieu** *educ. tech.*
AN: academic, acoustical, adaptable, adaptive, administrative, advanced, classroom, collaborative, (notebook) computer, computer-mediated, computerized, controlled, cooperative, democratic, (professional) development, digital, DOS, education, educational, email, (distributed/flexible/interactive) learning, Macintosh, multimedia, multiple, network-supported, open, operating, optimized, PC, reactive, school, shared, technologically-based, technology-intensive, text-based, training, university, UNIX, user, viewing, virtual reality, (multiple) window, windowed, Windows, work, working, WWW, 3D ~
N'N: ~ structure, (virtual) ~ technology
NprpN
N'forN: ~ for discovery, education, experimentation, learning
NofN': effect of ~ (on behavior)
AtoN: portable to (other) ~s
VN: create, develop, join ~
NasN': media as (living) ~ (s)

Environmental A
AN: ~ design, education, layout

Environmentally D

DA: ~ friendly

I

Infobase N *info.*
AN: educational ~
VtoN: add (information) to ~
Informatics N (Euro) *info., educ.*
Information N *info., educ.*
AN: academic, accessible, analog, audio, background, basic, compressed, condensed, consistent, copied, corrupted, course, current, database, digital, dynamic, educational, (free) formatted/unformatted, general, internal/external, limited/unlimited, linear/noon-linear, multifaceted, opt-out, packaged, permanent, printed, reference, related, saved, semi-structured, standard, (previously) stored, structured/unstructured, textual, video, vital, web-based ~
N'N: ~ access, age, archive, center, content, density, distribution, explosion, goods, industry, infrastructure, literacy, manager, management, mapping, needs, problem, processing, quality, retrieval (IR), revolution, science, search, services, sharing, skills, structure, superhighway, system (IS), technology (IT), tool, transfer, updating
NA: ~ accessible (in a new/traditional format)
NprpN'
NforN': clearinghouse, need for ~
NofN': amount, block, byte, character, collection, discovery, collection, exchange, gigabyte, lack, manipulation, megabyte, merging, nature, quantity/quantities, type, use of ~
NtoN': access, link to ~
VN: access, acquire, adapt, add, adjust, alter, analyze, annotate, arrange, browse for/rebrowse, categorize, code, collect, communicate, compile, compress, condense, convert, convey, corrupt, customize, deliver, develop, discover, disseminate, distribute, erase, evaluate, exchange, explain, gain, gather, generate, handle, identify, index, interpret, jump between, link (together), locate, maintain, manage, mine for, misuse, modify, move, need, organize, present, process, provide, rearrange, receive, record, remove, retrieve, save, search (for), secure, seek, select, share, spread, store, structure, transmit, transport, update, upgrade, use, utilize, view ~
Informational A
AN: ~ exchange, literacy, materials, model, pattern, resources, sciences, technology (IT)
Infotainment N
AN: intelligent ~
N'N: ~ center, industry, resource, software
NandN': edutainment and infotainment

Instruction N *educ.*

AN: activity-based, adaptive, anchored, centered, classroom, computer-assisted/based/mediated/supported, computerized, contextualized, contextualizing, conventional, different time/different place, different time/same place, direct, distance, distributed, email, engaged, imbedded, individual, individualized, interactive, learner-controlled, methods, outreach, personalized, programmed, public, same time/different place, same time/same place, student/teacher-centered, technology assisted/based/enhanced/mediated/supported, text-based, theme-based, visual, web-based/enhanced ~

N'N: ~ design, set

NprpN'

NofN': course, delivery, design, evolution, individualization, intent, management, model, organization, resources, set, theory of ~

NforN': need for ~

N'prpN

N'byN: ~ by distance education

V'N: contribute (to), deliver, design, fine tune, focus, implement, improve, manage, organize, provide, update, use, utilize ~

Instructional A

AN: ~ activity, attitudes, change, choice, computing, courseware, decision, design, designer, developer, effectiveness, issue, literacy, management, market, material, media, model, multimedia, objective, offering, package, packet, personnel, potential, practice, program, psychology, purpose, science, software, strategy, style, technique, technology, television, video

Instructionally D

DA: ~ sound

Instructive A

AN: ~ event

Instructor N

AN: course, distance, methods, online ~

N'N: ~'s feedback

L

Learner N *educ.*

AN: disabled, high needs, independent, life-long, successful, versatile ~

N'N: ~ analysis, attitude, characteristics, -computer interaction, control, group, interface, model, modeling, motivation, orientation, problems, tendencies

V'N: adapt, analyze, define, motivate ~

Nbetween N'andN: interaction between ~(s) and technology

Learner-centered A

AN: ~ instruction

Learning N *educ.*

AN: active/passive, adult, any-place, any-time, assisted, auditory, authentic, autonomous, case-based, classroom, collaborative, complex, computer, computer-aided/assisted/based/mediated/supported, concept, continuous,

(formal/informal) cooperative, correspondence, course, customized, discovery, distance (DL), distributed, engaged, enhanced, exploratory, flexible, formal/informal, generative, group, home, human, independent, individual, individualized, intentional, interactive, language, learner-centered, life-long, machine, mediated, modified, network-based, observational, online, open, partnership, perceptual, personalized, potential, principle, problem (-based), project-based, propositional, requirements, resource-based, response, self-directed, self-regulated, signal, situated, social, stimulus-response, supported, synchronous/ asynchronous, technology/non-technology-based/supported, technologically-aided/based, television, top-down, TV, verbal, web-based ~

N'N: ~ abilities, activity, community, context, entity, environment, experience, goals, hierarchy, initiative, instrument, interaction, interests, interface, management, material, method, mode, model, needs, opportunities, outcomes, perspective, process, purpose, resources, sequence, services, strategy, style, system, team, theory

N'prpN

N'atN: ~ at a distance

N'byN: ~ by browsing, doing, expanding

N'fromN: ~ from television, one another

N'inN: ~ in classroom

N'onN: ~ on the Net

N'throughN: ~ through e-mail

N'throughoutN: ~ throughout life

N'withN: ~ with one another, technology

NprpN'

NforN': conditions, context, goals, incentive, model, motivation, need, opportunities, responsibility for ~

NinN': participation in ~

NofN': continuum, director, facilitator, mediation, methodology, modality, pace, paradigm, provider, sequencing, support of ~

NoverN': control over ~

NtoN': access to ~

VN: complement, control, encourage, engage in, enhance, experience, facilitate, improve, increase, manage, mediate, monitor, motivate, offer, participate in, structure, support, tailor, tutor-stimulate ~

NV: ~ occurs, takes place

N'asN: ~ as social-dialogical activity, socially constructed process

N'andN: ~ and development

NandN': culture and ~

S

School N *educ.*

AN: accredited, comprehensive, conventional, cooperative, correspondence, (professional) development, distance learning, elementary, graduate, high, higher, individual, international, junior high, K-12, local, middle, non-profit, online, open, private, professional, public, secondary, telelearning, undergraduate, virtual ~

N'N: ~ administration, budget, building, curriculum, day, district, environment, experience, finances, funds, improvement, library, life, link, management, morale, needs, network, organization, people, performance, personnel, practice, principal, ranking, reform, site, staff, student, system, teacher, year

NprpN

N'ofN: ~ of education, learning

NofN': network of ~ (s)

VN: assist, build, open/close, rebuild, retrofit, staff ~

Schooling N

AN: formal/informal, individual, public ~

NforN': demand for ~

T

Teach V *educ.*

VN1: ~ educational technology, ESL, lesson, maths, reading, skills, subjects

VN2: ~ children, students, teachers

VprpN:

VatN: ~ at distance

VinN: ~ in a creative, innovative way

VonN: ~ on the Net

VthroughN: ~ through Distance Education

VviaN: ~ via Distance Education, Internet

VD: ~ online

Teacher N *educ.*

AN: adjunct, beginning, classroom, ESL, future, K-12, inservice, language, potential, practicing, preservice, prospective, qualified/unqualified, reflective, school, special needs, student, technologically novice, thoughtful, web-capable ~

N'N: ~ accreditation, 's activity, (professional) development, education, educator, efficacy, efficiency, experience, guide, intervention, literacy, needs, preparedness, preparation (program), qualifications, recruitment, rejuvenation, retention, retraining, student, time, training, workforce

NofN': role, shortage of ~

VN: assist, employ, interact with, involve, mentor, nurture, prepare, recruit, rejuvenate, retrain, support, train ~

Teacher-centered A

AN: ~ instruction

Teacher-computer A

AN: ~ interaction

Teaching N *educ.*

AN: computer-assisted/based /supported/mediated, distance, ESL, front, individual, individualized, intensive, interactive, language, mediated, online, outside, peer, precision, problem, problem-based, reciprocal, student, transformative, (2-way) video- ~

N'N: ~ activity, assistant, assistance, capabilities, course, development, dilemma, duties, education, effort, savvy, situation, specification, stuff, support, tradition, training

N'prpN

N'aboutN: ~ about technology

N'inN: ~ in classroom, Cyberspace, in the Information Age

N'onN: ~ on the Net

N'withN: ~ with technology

NprpN'

NofN': methodology, methods, model, object of ~

VN: enhance, provide, restructure, structure ~

N'asN: ~ as guided assistance

Technology N *tech.*

AN: academic, active/passive, adaptive, administrative, advanced, advanced educational (AET), agent, all-purpose, alternative, analogue/digital, applied, ASP, assistive, audio, audio-visual, automation, (cable) broadband, CD-ROM, chat, CMC, classroom, cognitive, collaborative, communication, (educational) communications, computer, computer-based/related, computing, compression, conferencing, control, convergent, course, curriculum, cutting-edge, CyberSpace, database, delivery, distance (learning/education), distant, domestic, education, educational (ET), electronic, end-user, engineering, graphic(al), hand-held, hard/soft, hardware, hyperlearning, hypermedia, IBM, imaging, information (IT), information and communication (ICT), informational, infrared, instructional (performance/systems), integrated, interactive (digital), (human) interface, Internet (audio/voice), Internet-based, knowledge-building, laser (disc), learner-control, learning, media, microcomputer, microwave, mobile, multimedia, NASA, network, networking, online, optical fiber, participatory, performance, presentation, print, professional, projection, push, satellite, school, social, software, standard, state-of-the-art, student-centered, supercomputer, supporting, teacher, teacher-centered, teaching, telecommunication (s), telecomputing, telelearning, telematic, text-based, training, two-way asynchronous/synchronous/ interactive, video, videoconferencing, videodisc, virtual reality (VR), voice (-recognition), web (-based/related), WebCT, wideband channel, wireless, WWW ~

N'N: ~ acceptance, acquisition, adoption, advance, applications, apprehension, arena, assessment, assistance, attitude, background, capabilities, center, certificate, company, competency, dealer, diffusion, educator, endorsement, experience, experiment, experimentation, expert,

implementation/incorporation/infusion/integration (in the classroom), information, infrastructure, initiative, innovation, installation, instruction, issue, leader, license, limitations, manufacturer, model, needs, passport, performance, plan, planning, platform, policy, potential, process, reform, requirements, skills, standards, support (resources), team, training, usage, user

NprpN'

NforN': applications, approaches, environment, funds, goals, market, need for ~

NinN': advance, experimentation, human factor, revolution in ~

NofN': acquisition, adoption, application, array, aspects, convergence, diffusion, effects , embedding, familiarity and knowledge, fear, foundations, implementation, importance and benefits, influx, institute, integration, lack, (new) models, potential, power, psychology, role, (curricular) routine, use, utilization of ~

NonN': focus on ~

NtoN': access, introduction to ~

NwithN': experience, familiarity, learning, teaching with ~

N'prpN

N'forN: ~ for access, delivery, education, learning, instruction, today

N'inN: ~ in action, classroom, education

N'ofN: ~ of development, learning, production, teaching, training

VN: add, adopt, apply, bring, budget, distribute, employ, enhance through, experiment with, incorporate/infuse/integrate/work (into the curriculum/learning/teaching process), integrate, leverage, link through, maintain, manipulate, operate, plan, purchase, support, use, understand ~

N'asN: ~ as progress, pedagogical tool, aid,

NV: ~ complements (learning), has (the potential to engage people and instill a new excitement about learning)

Technology-A A

AN: ~ assisted course, instruction
~ based education/instruction/learning/training
~ driven age/economy
~ enhanced instruction
~-focused organizations,
~ intensive environment
~ rich course
~ savvy student/teacher
~ supported education/instruction/learning/training
~ using educator/school/district

Technological A

AN: ~ age, aptitude, barriers, breakthrough, change, environment, equipment, innovation, institute, literacy, obstacles, project, requirements, support, tool, university

Technologically D

DA: ~ literate, novice (teacher)
~-aided (exploration, learning, simulation, teaching)

~-based (environment, learning, teaching, training)
~-related (needs)

Training N *educ.*

AN: adequate, appropriate, computer, continual, corporate, distance (education), flexible, formal, general, government, individualized, industry, in-house, in-service, intensive, Internet, just-in-time, language, life-long, limited, mediated, military, off/on-campus, ongoing, online, onsite, peer-assisted, preservice, professional, psychomotor, resident, site-based, skill, staff, teacher, technology, technology-based, tele-, vocational, web-based ~

N'N: ~ course, effectiveness, experience, facility, installation, method, needs, program, standards, type

NprpN'

NforN': need for ~

NinN': experience in ~

NofN': adequacy, effectiveness, form, hours, lack, level, object, relevance of ~

NwithN': experience with ~

N'prpN

N'inN: ~ in pedagogy, technical areas, use of computers, using computers

N'viaN: ~ via the Internet

VN: engage in, provide, receive, seek ~

V

Virtual N *comp.*

AN: ~ address, café, city, classroom, coffeehouse, collaboration, community, conference, course, device, disk, education, environment, image, intern, library, machine, memory, organization, reality (VR), resource center, school, space, store, team, tour, university, world

W

Web N *tel.*

AN: inclusive, World Wide (WWW) ~

N'N: ~ address, browser, communication, construction, course, directory, document, design, element, enhancement, graphics, hit, host, hosting, index, interface, link, master, module, page, pedagogy, (client) program, publishing, readings, references, resource, server, site, source, syllabus, talking, training, use

VN: do (something across the ~), experience on, explore, navigate, serf, work on ~

Webagogy N *educ., tel.*

AN: learning, teaching ~

Web-based A

AN: ~ class, classroom, communication, (learning) community, course, education, email, information, instruction, learning, lesson, materials,

publishing, readings, references, resources, simulations, teaching, training, technology

Web-capable A
AN: ~ teacher

Web-enhanced A
AN: ~ instruction

Webbed A
AN: ~ interfaces, MOO, world

Webmaster N *tel.*
AN: internet, professional ~
N'N: ~ services, studio

Webopedia N
AN: PC ~

Web page N *tel.*
AN: class, college, company, dynamic, organization, university ~
N'N: ~ design, designer, layout
V'N: change, create, enhance, modify, monitor, post on, print, use

Web site N *tel.*
NN': class, college, company, hosting, traffic, university ~
N'forN: ~ for learning

WWW N *tel.* = World Wide Web (W3)
N'N: ~ application, delivery, page
V'N: navigate ~

xxx